

Running FFMP in Displaced Real-Time Mode

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Note: This must be conducted by user 'fxa' on the AS1 machine

Also Note: If SCAN DRT sessions are run consecutively, you must stop and re-start the notificationServer in between sessions as it retains the inventory the DRT sends it. If this is not done, the D2D will not update properly.

1. Set the following environmental parameters by typing the UNIX commands:

```
setenv FFMP_DRT_RADAR radar_id
setenv FFMP_DRT_DIR storedProductDirectory
setenv FFMP_DRT DRTmode
```

<u>Value</u>	<u>Definition</u>	
<i>radar_id</i>	The numeric radar site ID (ie: 303 for Sterling, VA.)	
<i>storedProductDirectory</i>	The directory where all of the DHR radar products are stored. These are the products intended for processing which will be copied to the DHR radar directory. Make sure your entry ends with a final "/" .	
<i>DRTmode</i>	Can have the following values:	
	0 or undefined	Normal (non-DRT): The process is triggered by real-time radar products.
	1	DRT - Basic processing: Each radar file is processed in succession with no meaningful time interval. Real-time radar products will not be processed.
	2	DRT - Timed processing: Processes according to the radar file timestamp, simulating real-time. Real-time radar products will not be processed.

2. Make sure the DHR radar product files that you intend to process are copied to the \$FFMP_DRT_DIR directory.
3. Make sure the DHR product for your radar of interest is not being ingested in real-time. You can do this by editing the RPS list, making sure the DHR product is not on the list. You can use the D2D to edit the current RPS list - see the AWIPS manual for instructions. The current RPS list *may* not have DHR on it if the radar is in clear-air mode, but if it is in precip mode, it *should* be there.
4. Stop the FFMPprocessor by issuing the command as 'fxa' on AS1:

stopFFMPprocessor

5. Remove some files. If you want to save the files for restoration after the FFMP DRT session, copy them to a safe name/location instead of removing them. Keep in mind that all of the data under the radar directory tree will be scoured every day. This means, at one point during the day, all old files (most likely the DRT case files) will be deleted. If this happens in the middle of your DRT sessions, it *will* cause problems. Try to find out when your site conducts the scour on the DS1 and work your DRT schedule around the scour schedule.

```
rm /data/fxa/radar/@@@@/DHR/layer0/res1/level256/*
rm /data/fxa/radar/@@@@/ffmp/YYYYMMDD_HHMM*
rm /data/fxa/radar/@@@@/ffmp/accumulation.*
rm /data/fxa/radar/@@@@/ffmp/FFG#hr.dat
rm /data/fxa/radar/@@@@/ffmp/FFG/hour_#/*
```

@@@@ = four-letter radar identifier (ie: klwx)

= Flash Flood Guidance time frame (1, 3, and 6)

YYYYMMDD_HHMM = time-stamped files (This is intended to represent all time stamped files.)

6. Make sure the appropriate Flash Flood Guidance files exist in the proper location (/data/fxa/img/SBN/netCDF/HRAP/FFG/XXRFC/[136]hr/, where **XX** = the 2-letter RFC identifier). Make sure that you move the current FFG files to a different, safe location before putting any more FFG files in the directory. If no FFG is available for the DRT session, then make sure the current FFG files are moved. FFMP DRT can work without FFG.
7. Re-start any D2Ds you will use for this FFMP DRT session.
8. Start the FFMPprocessor by typing the command below. Remember that this must be done as 'fxa' on AS1. (The process and its DataController should stop by itself once all DRT radar files have been processed.)

startFFMP_DRT

As the process runs, it will display the data time it is currently processing in the text window as well as create a log file as it would when running normally.

9. **When you are finished with the DRT session**, remember to:
 - a. Put the DHR product back on the RPS list (if you needed to take it off in step #3).
 - b. Remove (or store, if you wish) the files listed in step 5. These are the files produced by the FFMP DRT.
 - c. Re-start the FFMPprocessor for real-time operation. Also, move the current FFG back to its original directory (see Step 6 above).

```
unsetenv FFMP_DRT
startFFMPprocessor
```